

**CITY OF SCOTTSDALE
PARKS & RECREATION DIVISION
ADULT SPORTS - SLOW PITCH SOFTBALL RULES
01-10-05**

ATTENTION: The coach is responsible for informing all team members of the contents of this manual.

ROSTERS

1. All players in the league must be at least 18 years of age prior to the practice game and may play for one team only. **Male players may play on one Men's team and one Coed team.** Managers should check player's eligibility before adding the player to their roster. Teams with duplicate players on their rosters will forfeit all games, which the duplicate player participated in.
2. Rosters are limited to 20 players for both Men's and Coed Divisions including a player coach. **First and second place individual awards will be given to only 12 players.**
3. Roster changes will be accepted until 5pm on the Friday of the 3rd week of scheduled play. Roster changes may only be made by the team manager to the Site Supervisor. **If team-limiting procedures are used, the number of Scottsdale residents may not be reduced.**

Violation of the above rules may result in player's suspension and/or game forfeiture.

PLAYER IDENTITY CHALLENGE

Use of an illegal player may result in player and/or coach suspension and/or forfeiture of that game. Prior to each game, the team managers may challenge the legality of only two of the opposing team's starting player(s). Challenged players will be allowed 15 minutes into their game to produce proper identification to the Site Supervisor. If, after this 15-minute period, proper I.D. has not been presented, the challenged player(s) will be declared illegal. The Sports Coordinator will determine Player eligibility. Challenging teams must register a protest stating the player(s) names and team. The game is played under protest, and ruling will be made based on the team's roster.

League officials may question players' legality at any time.

TIME LIMITS AND FORFEITS

1. Game time limit shall be, no new inning will start after 55 minutes. A game shall be considered legal after 55 minutes or four (4) innings (3 ½ innings if the home team is ahead). **For tournament play the A.S.A. tiebreaker rule 5 (section 11-A of the A.S.A. rule book) will be in effect once the 55-minute time limit has expired. This will also include the championship game.**
2. Teams shall be allowed two 5-minute grace periods during the season (only one per game). **This time will be deducted from the scheduled game time.** If after the 5

minutes a team is still short players, the game will be forfeited. The team without enough players at game time will be the visiting team and will bat first. Once a team has used their two grace periods, game time will be forfeit time.

3. Three (3) forfeits may drop a team from the league and tournament play without a refund. Teams with two (2) forfeits will be reviewed prior to acceptance for future seasons.

PRE-GAME

1. The home team will keep the official score. If the designated home team does not provide a scorekeeper, the scheduled visiting team may provide a scorekeeper and have the option of becoming home team. Score sheets and clipboards will be provided. Line-ups with first and last names of each player (written legibly), the starting game times from the umpire, which individuals score, and the final game score is needed on the score sheets. **The score will stand once the score sheet is submitted to the Site Supervisor.**
2. The field will be considered "open" without restriction one hour prior to the first game. There shall be no infield practice or batting practice allowed prior to the games. Pre-game warm-ups are permitted in the outfield grass areas only.

PLAYER CONDUCT

1. **Any physical assault upon an official, staff member, player and/or spectator will result in automatic suspension, which may be extended for up to a lifetime as deemed proper by the Sports Coordinator and Sports Staff. This also includes any inappropriate behavior, verbal or physical abuse, towards officials, staff, players and/or spectators, on or off the field, prior to, during, or after a game.**
2. Obscene and/or abusive language, threats, and other unsportsmanlike acts are grounds for player and/or coach ejection and/or suspension and/or game forfeiture. Future game suspensions will be determined by the Sports Coordinator after reviewing the circumstances of the player(s) ejection.
3. Once ejected from a game a player must not only leave the playing field, but the park area as well. Actions of the player(s) once ejected are still the responsibility of his/her team. Teams are also responsible for the conduct of their spectators.
4. **Any player/person ejected from their game will also be suspended for at least the following weeks scheduled games. If the next weeks scheduled games are postponed for any reason, the suspension will be for the next scheduled games. The Adult Sports Staff will determine the severity of the suspension, which could be up to a lifetime depending upon the severity of the situation. The suspended player/person will not be allowed at the ballfield, park or facility while serving their suspension.**
5. For safety/liability purposes, any non-playing personnel (other than coaches and scorekeepers), which include children and pets, will not be allowed to sit in the dugout area and must be supervised by non-playing adults. No one under 18 years of age or pets will be allowed on the playing field or in the dugout.

6. Consumption or possession of alcoholic beverages is prohibited by players and spectators during league and tournament games. Violation of this rule may result in players' ejection, suspension, and/or game forfeiture.

PROTESTS

1. To Protest: The umpire and Site Supervisor must be notified and a notation made on the score sheet at the moment of the infraction, prior to the next pitch.
2. Valid protests must be written and submitted to the Sports Office by 5pm the next working day with a \$10 check payable to The City of Scottsdale. If the protest is upheld, the check will be refunded. If the protest is denied, the check will be deposited. A protest must cite specific rules, not judgment decisions.
3. A protest committee will review each protest.

TIE GAMES

When a game ends in a tie and the 55-minute time limit has been exceeded, the game ends in a tie. Teams playing seven innings to a tie, prior to the time limit, may use the balance of their 55 minutes in an attempt to determine a winner.

DIVISION TIE BREAKER RULE

For first and second place: If a team has won both games, that team will be placed before the others. If each team has won 1 game, standings will be determined by (1st) total number of forfeits, (2nd) runs scored between teams involved in the tie. If teams are still tied two (2) first place awards will be given, no second place award will be given. For tournament seeding purposes, if teams are still tied after the above tie breaking procedures have been used a coin flip will determine tournament seeding.

GENERAL (MEN'S AND COED)

1. All batters will begin each at bat with a 1 ball, 1 strike count against them. Standard third strike rules apply to men in both divisions; however, women will be allowed one foul ball on the third strike per at bat. Missed swings and called third strikes will still result in strike three elimination.
2. Eight (8) players are required to start and continue a game. If less than ten players start the game, the missing player(s) will not be considered an out.
3. Men's and Coed teams **may bat up to a 16-player line-up, continuing to field ten (10) players.** The 16 batters may rotate among the fielding positions, always maintaining the original batting order. A team may finish the game with less than 16 players due to player injury, ejection or emergency. In men's divisions only that spot in the batting order then becomes an out the first time around only except for an ejection, which will be an out each at bat. Teams may play with as few as (8) players. For coed see rule #2 under coed only page 4.

4. ANY TEAM AHEAD BY 20 RUNS AFTER FOUR (4) INNINGS (3½ INNINGS IF THE HOME TEAM IS AHEAD) OR 12 RUNS AFTER FIVE (5) INNINGS (4½ INNINGS IF HOME TEAM IS AHEAD) WILL BE DECLARED THE WINNER.
5. **A courtesy runner will be allowed when requested.** The courtesy runner may be the most previous out, or any non-player. **One courtesy runner per inning. If a team bats around, a courtesy runner may be used again by the same player.**
6. During the first inning, each pitcher is allowed 3 warm-up pitches. By the time the pitcher has completed his/her warm-ups, the practice ball must be returned to the dugout. At no time during the game will a practice ball be permitted on the playing field. After the first inning, the pitcher will be allowed 2 warm-up pitches, or sixty seconds, which ever occur first.
7. A pitched ball landing or hitting in front of the plate **will be a dead ball.** Batters **may not** attempt to hit the ball.
8. A pitched ball landing on **any part** of the plate or mat **will be** called a strike.
9. For post season tournament play, the top two teams in each division may move up one division, the bottom two teams in each division may be dropped one division at the discretion of the Sports Coordinator. In the event of a tie in the final league standings, teams will be adjusted at the discretion of the Sports Coordinator.
10. Tennis shoes or rubber cleats are required. **For safety reasons, steel cleats are prohibited.** Shirts must be worn at all times by players, managers, and coaches.
11. **JEWELRY.** Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings and pins may not be worn during the game. In addition, any other items judged dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces and religious medals are not considered jewelry, but must be taped to the body to avoid exposure. Players must remove jewelry and if they fail to do so, will be removed from the game.
12. **BATS.** No tampered or altered bats. All bats must not exceed the 1.20 (BPF) Bat Performance Factor. All bats must meet the requirements in the A.S.A. Official Rules of Softball, A.S.A. Code-Umpire Manual, Rule 3 Section 1, the official bat. Only those bats, which are included on the 2004, ASA Certified Bat list (www.asasoftball.com) published by the A.S.A. National Office will be allowed for use in City of Scottsdale League play. Penalty for use of any bat not meeting these requirements will range from suspension, ejection, and/or banishment from the league. The A.S.A. umpire's decision on legal and illegal bats is **final**.
13. **BLOOD RULE.** A.S.A. "Blood Rule" applies to all games.

GENERAL (COED ONLY)

1. Teams should consist of 8-16 players. The amount of women must equal or exceed the amount of men at all times.
2. Teams may bat with a **sixteen (16) player line-up, continuing to field ten (10) players.** The 16 batters may rotate among the fielding positions, always maintaining the original batting order. A team may finish the game with less than 16 due to player injury or emergency. When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up. **ONLY** in this case will a male player not be required

to exit the game. Players may be added to the end of the batting order up to (16) players once the game has started.

3. Men **must** use the 12-inch softball and women **must** use the 11-inch softball. This eliminates the need for the 135-foot line.
4. The batting order must alternate between sexes unless women exceed men. Men may not bat consecutively.
5. Defensive positioning with 10 players shall be 2 males/2 females in both the infield & outfield positions, 1 male/1 female in pitcher and catcher positions. At no time, regardless of the number of players, can the infield or outfield either be all males or all females (unless team is playing with only 2 or 3 males, in which case one still must be pitcher or catcher). **Exception to rule: All women's team.**
6. **WALKS.** Any walk to a male batter will result in a two base award. Runners already on base move only if forced. The next batter (a female) will bat. EXCEPTION: With two outs, the female batter has the option to walk or bat. NOTE: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.
7. When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up. **ONLY** in this case will a male player not be required to exit the game.
8. Courtesy runners are permitted. However, a man must run for a man, and a woman for a woman. **Not more than one courtesy runner for each sex per inning unless they bat through the line up.**

DOUBLE BAG

Runners must use the orange portion of the bag and defensive players must use the white portion (See A.S.A. rule book for exceptions). **Due to safety concerns, 1st base double bags will be used at all levels in all divisions (men and coed).**

ADDITIONAL INFORMATION

1. The official rulebook used shall be the **Official ASA Guide and Playing Rules** with the exceptions of the **Scottsdale League Rules**.
2. The Sports Coordinator has the authority to institute or change rules in order to maintain continuity within the leagues.
3. The Site Supervisor shall be responsible for all field/league activities, and has the authority to make any decisions that are necessary to maintain league order and continuity.
4. **The City of Scottsdale carries no insurance for players participating in their leagues. PLAYERS PARTICIPATE AT THEIR OWN RISK.**

LEAGUE GROUND RULES

Ground rules concerns not covered below will be handled as stated in the Amateur Softball Association guidelines.

Chaparral Southeast - Northwest - Northeast

- A. The area of live play is within the lines of extending from the backstop ends to the fences where they occur.
- B. The first male player to hit the ball over the fence is the designated home run hitter. Any following male players to hit the ball over the fence will be granted a single. This homerun rule does not apply to female players, as their homeruns are unlimited.
- C. **Any fly ball hit by male or female into the residential area is an out (NE right field & SE left field).**
- D. On all fields, a ball rolling under, lodging in or bouncing over the fence is a double.
- E. Any ball **hit into the trees** or hitting the light poles on a fly and remaining in the field of play is a dead ball and will be ruled a ground rule double. Fly balls that touch the top of the trees on the northeast field and continue over the fence, without landing in a residential area, will be a home run, as long as the home run rule is not in effect, (see rule B). If the home run rule is in effect it will be a single.

Eldorado North

- A. The area of live play (1st base side) is inside the line extending from the backstop end through the center of the light pole. The light pole and base of the pole is out of play. The live play area (3rd base side) is inside the line extending from the dugout front fence along the base of the berm.
- B. **Each team will be allowed (5) homeruns per game.** The first 5 balls batted over the outfield fence by any one team will result in a homerun. **Any ball batted over the outfield fence after the 5th homerun will be declared an out. This rule does not include inside the park homeruns.**

Eldorado Middle

- A. The area of live play is within the lines extending from the backstop ends through the center of the light poles. The light poles, including the bases of the poles are out of play.
- B. **Women**
 - 1. A ball batted over the fence is a home run.
 - 2. A ball bouncing over any part of the fence is a double.
- Men**
 - 1. **A fly ball batted over the 8-foot fence is an out.** A ball batted over the 6' fence is a home run.
 - 2. A ball bouncing over any part of the fence is a double.

Eldorado South

- A. The area of live play (3rd base side) is inside the line extending from the backstop end through the center of the light pole. The light pole and base of the pole are out of play. The live play area (1st base side) is inside the line extending from the dugout front fence along the base of the berm.
- B. **Each team will be allowed (5) homeruns per game.** The first 5 balls batted over the outfield fence by any one team will result in a homerun. **Any ball batted over the outfield fence after the 5th homerun will be declared an out. This rule does not include inside the park homeruns.**

Yavapai

- A. The area of live play is within the lines of extending from the backstop ends straight down the sidelines.
- B. **Each team will be allowed (5) homeruns per game.** The first 5 balls batted over the outfield fence by any one team will result in a homerun. **Any ball batted over the outfield fence after the 5th homerun will be declared an out. This rule does not include inside the park homeruns.**

Horizon

- A. **Each team will be allowed (5) homeruns per game.** The first 5 balls batted over the outfield fence by any one team will result in a homerun. **Any ball batted over the outfield fence after the 5th homerun will be declared an out. This rule does not include inside the park homeruns.**

ALL FIELDS—ANY BALL THAT BOUNCES OVER ANY WALL OR FENCE WILL BE RULED A GROUND RULE DOUBLE.

RAIN PROCEDURE/GAME RESCHEDULING

When in doubt about the weather conditions causing game cancellations call:
Monday—Friday, 8am - 5pm, Adult Sports Office, (480) 312-0227 or (480) 312-7643
After 5pm, Chaparral Park (480) 312-2353, Eldorado Park (480) 312-2483, (Yavapai)
(480) 312-2330 and Horizon Park (480) 312-2650

It is your responsibility as a team manager to be in contact with the Sports Staff when there may be a possibility of canceled games due to inclement weather.

After games have been canceled due to weather problems, it is your responsibility to contact the Sports Office for your newly rescheduled game time and date. Games that must be rescheduled will be rescheduled by the following priority list:

1. **Alternate night consistent with present scheduled.**
2. **Friday evenings.**
3. **Saturday between 8am and 5pm.**
4. **Sundays after 1pm.**

All efforts will be made to follow the rescheduling priority.

THE AMATEUR SOFTBALL ASSOCIATION...WHAT IT IS IT ALL ABOUT?

During the softball season all teams participating in Scottsdale's leagues must be ASA registered. The \$20 fee is a once a year charge. During the next several weeks, you, as team manager, will be receiving materials and information explaining ASA and its functions. Here are a few highlights:

- **Copy of the “ASA Official Guide and Rules” book for each team.**
- **Reduced rate on team accident and liability insurance coverage.**
- **Entry into ASA sanctioned tournaments without paying the additional registration fee.**
- **Participation in a sanctioned league provides:**
 1. **Consistent programming in line with current ASA rules and guidelines.**
 2. **ASA officials, tested, and certified.**
- **Reduction in registration fee for annual regional ASA umpire's clinic.**

ASA sanctioned leagues will also benefit Scottsdale. Liability coverage, umpire insurance and an umbrella organization to assist with continuity and consistency (umpiring, team classifications, and rule structuring) are strengths of the program. Please take the opportunity to learn about ASA and inform your players, but most importantly, take advantage of what ASA has to offer. Southwest Umpires Association, an ASA organization, provides a liaison for Scottsdale to insure proper attention to all of Scottsdale's officiating needs. You can call Jeff Kersch, Southwest Umpires Association Director, at (602) 990-1662 (home) or (602) 818-8069 (cell) for any softball concerns or rules information.

REGISTRATION REFUND PROCEDURE

The Scottsdale Sports Staff has established the following policy regarding refunds of league registrations:

- A. Teams may receive a full refund for registration fees paid until two days prior to the first day of league play. After this point, only partial refunds may be received, with money withheld by the City of Scottsdale for the following expenses:
 1. The cost of all League or tournament games played or forfeited.
 2. Administrative costs for securing replacement teams, rescheduling, and notification of affected teams.
- B. Should the Sports Staff have to cancel league or tournament games, refunds will be issued to teams for those games canceled. This does not include games forfeited for any reason.
- C. Checks returned to the City of Scottsdale for insufficient funds will automatically suspend the appropriate team from league and tournament play immediately, until city personnel secure proper funds.

CURRENT TEAM LIMITING POLICY

The following elements, in order of how they are applied, make up our team limiting policy. The basis for determining who plays and who doesn't is largely dependent on our responsibility for providing as many Scottsdale residents as possible the chance to play.

1. Teams with the greatest number of Scottsdale residents listed on their roster will be given priority.
2. Second, priority will be for returning teams, which are teams that played in the previous season.

(RETURNING TEAM: must have 60% of the players from last season listed on this season's roster).

REGISTRATION GUIDELINES/BUSINESS TEAMS

1. Entry fee **MUST** be paid for by sponsoring Scottsdale Business. (Scottsdale business defined as residing within the corporate boundaries of the City of Scottsdale.
2. Rosters submitted for registration for a business team must contain 75% **VERIFIED** employees of the sponsoring business. (Minimum 20 hours per week for part-time employees, paycheck stubs used as verification).
3. 20% of available programs slots (men/coed leagues determined separately) are designated for business teams, if needed. Business teams will play in appropriate programs division, based on skill levels.
4. Approved team limiting procedures apply. Teams that register under the business guidelines, and are eliminated by our limiting procedures, are eligible to qualify for play in our regular program.

FALSIFICATION OF INFORMATION

The Adult Sports Staff will be making spots checks of each program roster, using the following guidelines:

- 1. Rosters of all teams accepted for play will be checked.**
- 2. Random selection from various rosters will be verified.**
- 3. Teams that submit falsified information will be dropped immediately.**
- 4. Teams that submit rosters with incomplete information will be dropped prior to selection of team play.**

The Adult Sports Staff will continue to follow up on all player challenges. If a player is determined to be illegal, or information is falsified, the player and the manager will be suspended from play for a least the balance of the season.

BALL RETURN POLICY

Each game will begin with one new game ball and two back up balls. It is vital to return all retrievable balls hit out of play as soon as possible in order to keep the speed of the game intact. If all three balls have been hit out of play, the game will be suspended until the balls have been returned to the umpire's control. **THE GAME CLOCK WILL CONTINUE TO RUN.**

The umpire will introduce a new game ball, if an out-of-play ball is unable to be retrieved (i.e. unreachable, lost or stolen). No substitutes, only City of Scottsdale official game balls will be accepted for play.

HOME RUN RULE

The City of Scottsdale Adult Sports Program has adopted a home run rule in their Men's and Coed Divisions. Teams will be allowed five (5) home runs per game, with any ball being hit over the fence after the 5th home run resulting in an out. Inside the park homeruns do not count towards the team total of five (5). This will be in effect at Horizon Park (all fields), Eldorado Park (North and South fields) and Yavapai ball field. The current home run rule at Eldorado Middle field and Chaparral Park (all fields) will remain the same (refer to league manual ground rules).